

GAME BOY ADVANCE

AGB-BPXE-USA

THE POLAR EXPRESS.



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

The Magic of Christmas	2
Setup	3
Getting Started	4
Game Controls	6
Riding the Polar Express	9
Meet the Passengers	12
Items & Collectibles	14
Credits	18
Limited Warranty	22

THE MAGIC OF CHRISTMAS

Every Christmas, as the holiday spirit sweeps across the world, a magical train sets out to gather a handful of lucky boys and girls. Together, they travel to the North Pole to visit Santa and receive the First Gift of Christmas.

This year, a young boy on the verge of disbelieving will embark on an adventure unlike anything he's ever experienced. From racing across train tops to runaway rail cars to trips through mountains of presents, it's guaranteed to be a ride no one will ever forget.

SETUP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *The Polar Express* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).



GETTING STARTED

Once the game is on, choose the language on the Language Select screen. The title screen will then appear. Press START to go to the Main Menu.

On the Main Menu are slots for saving your game. By scrolling with the Control Pad, and using the A Button to select, you can choose the slot for your game.

A new game can be started in an empty slot. Starting a new game will take you to a Name Select screen. Enter in your name using the Control Pad to scroll through letters and the A Button to select the letters you want. Then select OK to start the game.

When returning to a saved game, highlight the game you'd like to continue and press the A Button.

Options

The last selection on the Main Menu opens the Options Menu. By scrolling with the Control Pad and using the A Button to select, you can access the following options:

Music:

Adjusts the Music volume

SFX:

Adjusts the Sound FX volume

File Delete:

Allows you to delete a Saved Game file

Credits:

Shows the game's credits

GAME CONTROLS

Control

Control Pad Left/Right

Control Pad Up

Control Pad Down

Control Pad Down + Left/Right

A Button

A Button + Control Pad Left/Right

B Button

Action

Walk

Climb ladder, open door,
open toy chest

Crouch, duck, climb down
ladder

Crawl

Jump, Action items, next page
(for dialogue screens)

Grab onto ledges

Operate paddle, return to
previous screen (on menu screens)

B Button + Left/Right

L Button

R Button + Control Pad Left/Right

START

SELECT

Push or pull boxes

Discard toy

Run

Pause

At specified areas, displays

Help text

Vehicle Controls

Control

Control Pad Left/Right

Control Pad Up

Control Pad Down

Control Pad Left/Right

A Button

R Button

START

Action

Steer

Speed up

Slow down

Switch tracks (Train, Tube System)

Gain altitude (on the Zeppelin)

Blow whistle (on the Train)

Pause

Pause Menu

Access the Pause menu while playing the game by pushing START.

Resume:

Continue the game

Restart:

Restart the current level

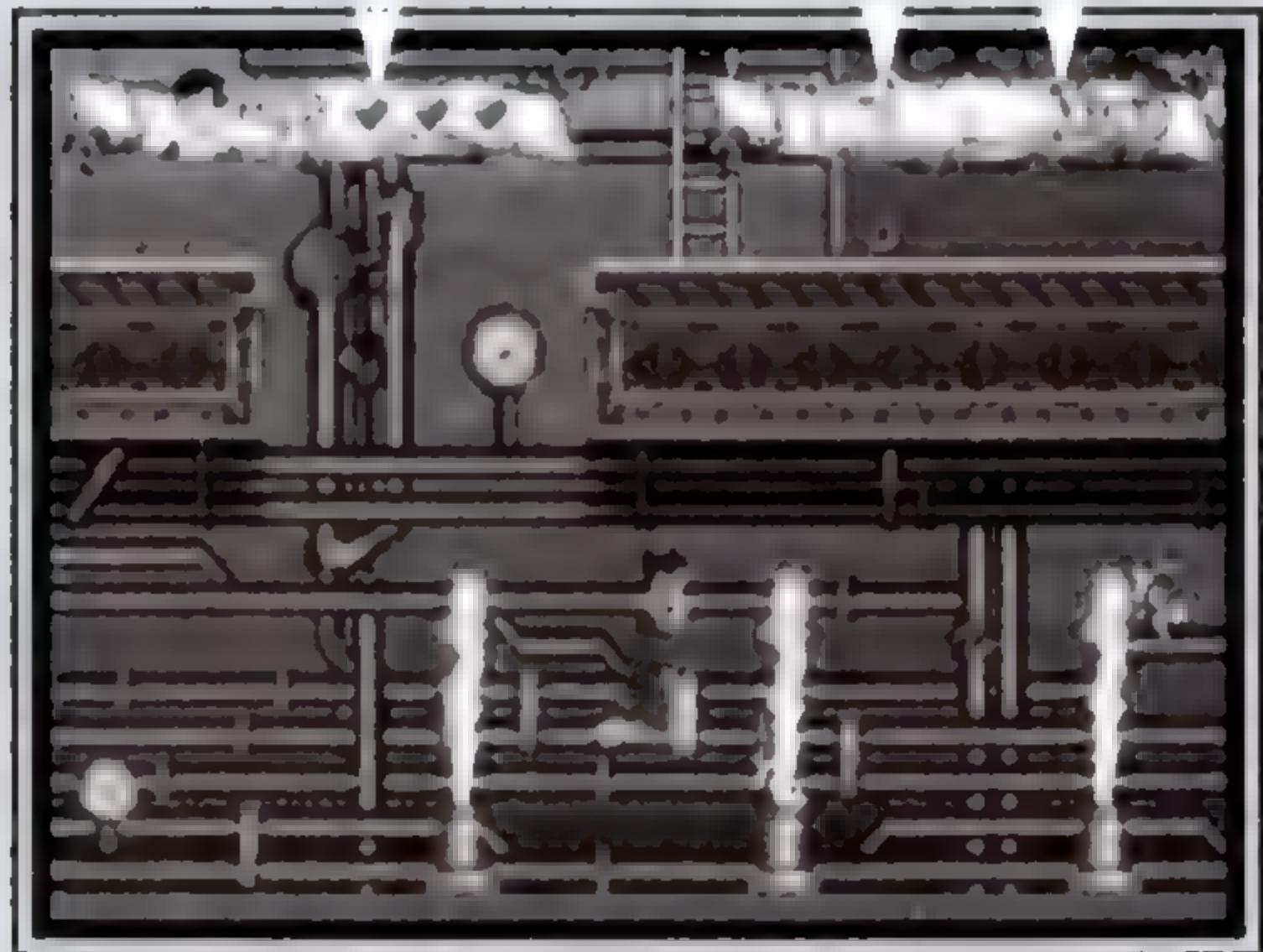
Quit:

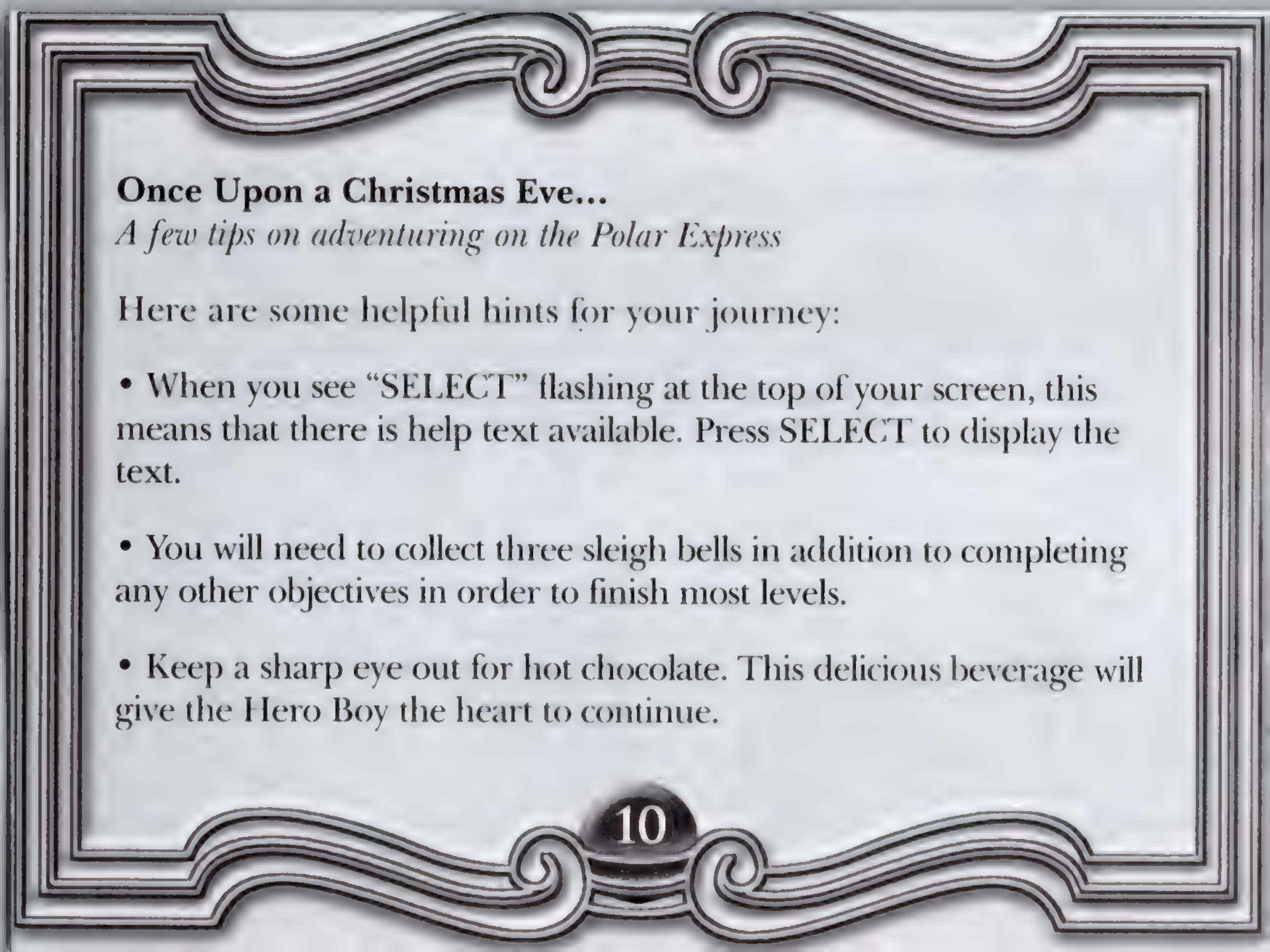
Quit the game and return to the Main Menu

RIDING THE POLAR EXPRESS

1. This health indicator shows that the Hero Boy has the heart to keep going.
2. Sleigh bells must be collected to complete certain levels in the game.
3. Yummy candy canes are found throughout the Polar Express. If you collect all of them, you will end up visiting every part of the Polar Express.

1 2 3





Once Upon a Christmas Eve...

A few tips on adventuring on the Polar Express

Here are some helpful hints for your journey:

- When you see “SELECT” flashing at the top of your screen, this means that there is help text available. Press SELECT to display the text.
- You will need to collect three sleigh bells in addition to completing any other objectives in order to finish most levels.
- Keep a sharp eye out for hot chocolate. This delicious beverage will give the Hero Boy the heart to continue.

- Open as many toy chests as you can – they contain special toys that can aid the Hero Boy in his journey. To open a toy chest, press the Control Pad Up when you are positioned in front of it.
- When driving the Polar Express or the runaway observation car, switch tracks to avoid hazards and dead-ends. Choose wisely, as some tracks have more candy canes than others.
- The tube system transports elves – and the Hero Boy – all over the North Pole. To get to your destination successfully, avoid as many hazards and dead-ends as you can.

MEET THE PASSENGERS



Hero Boy is a typical 8-year-old presented with a very unusual opportunity at a point when he has begun to doubt his faith in the magic of the holiday. His extraordinary journey aboard The Polar Express restores his belief in that which he cannot see.



Hero Girl is a strong and intelligent companion for the Hero Boy and together they experience many adventures on their journey to the North Pole. Like him, she also has a problem with faith although, in her case, it's faith in herself that she lacks.



The Lonely Boy is somewhat mysterious, reluctant to communicate with the other children, or to share in their adventures. He believes that Christmas “isn’t for him” and that he can’t trust or rely on anyone else but himself. He must learn that he can lean on others and that he can and should reach out to them.



The Know-It-All, a kid who lacks humility, shadows Hero Boy and Hero Girl throughout the story, hindering as often as he helps. His journey is to discover that however much he thinks he already knows, there’s always plenty more to be learned.

ITEMS & COLLECTIBLES

You'll meet a lot of new friends and pick up a few items to help make your journey to the North Pole a success.



Collecting sleigh bells on the train allows you to open the next level.



Candy canes are scattered throughout the levels. See how many you can collect! Collecting candy canes is not required for completing levels.



If you find one of these, you can use it to gain an extra try at completing the current level.



Yum! Hot chocolate! Finding one of these replenishes one of Hero Boy's heart counters. If Hero Boy already has full health, drinking hot chocolate has no effect.



When the Christmas Tree lights up, you'll restart back here, rather than at the start of the level, if something goes wrong.



A magic wand! Now you're completely safe from harm, but only for a short period of time.



A paddle and ball! Press the B Button as the ball hits the paddle to make it bounce even further. Try knocking down the toy robots with the ball, or use it to activate a switch that's hard to reach!



What a find! Hold on tight as you float upwards. Use Left and Right on the Control Pad to control your ascent. Press the L Button to release. If the balloon floats into a wall, ceiling or other obstacle, you will automatically let go.



A pogo stick! Press the A Button as you hit the ground to bounce even higher! Try using the pogo stick to break through ice, too! After a few bounces, you will automatically drop the pogo stick, but press the L Button to drop it earlier.



Ah well. Not every Christmas present is a fun one. At least the socks are warm!

CREDITS

Tantalus Interactive Pty. Ltd.

Producer Rohan Westbury

Game Designer David Hewitt

Lead Programmer Robert Walkley

Programmers Chris Naylor
Stuart McMahon
David "Eugene" Lally

Artists John Zheng
Matthew "Cupcakes" Chapman
Adam Moder
Diem Tao
Guy Ratcliffe

Animators Emma Kelly
Gabe Fekete

Production Assistant David "Eugene" Lally

Testing Dr. Peter Burns
Ben Kosmina
Peter Simpson

Music, FX and GAX Sound Engine Shin'en

Chief Technical Officer Andrew Bailey

Art Director Alister Lockhart

Studio Manager Arthur Kakouris

Systems Manager Trevor Nuridin

Chief Executive Officer Tom Crago

Special Thanks
THQ Australia
John Szoke
Mark Angeli
Andrea Ponton
Stash Richards

THQ Australia Studios Pty. Ltd.

General Manager Steve Dauterman
Studio Manager Roy Tessler
Producer Derek Proud

THQ Inc.

**Vice President,
Product Development** Philip Holt
Executive VP Worldwide Studios ... Jack Sorenson

Director of Quality Assurance Monica Vallejo
**Quality Assurance
Test Supervisor** David Sapienza
Quality Assurance Test Lead Michael Alvarino
Quality Assurance Testers Michele Hunt
Jordan Long
Wes Roelke
First Party Supervisor Evan Icenbice
First Party Specialists Adam Affrunti
Joel Dagang
Scott Ritchie
**Quality Assurance
Technical Supervisor** Mario Waibel
Quality Assurance Technicians James Krenz
Brian McElroy

Mastering Lab Technicians Charles Batarse
Glen Peters
Jon Katz

Database Applications Engineer Jason Roberts

Game Evaluation Team Sean C. Heffron
Scott Frazier
Matt Elzie

**Senior Vice President,
Worldwide Marketing** Peter Dille

**Director of
Global Brand Management** John Ardell

Product Marketing Manager Kevin Hooper

Associate Product Manager Ali Bouda

Director of Creative Services ... Howard Liebeskind

**Associate Creative Services
Manager** Melissa Roth

Creative Services Coordinator Melissa Donges

**Senior Public Relations
Manager** Jennifer Campana

Instruction Manual Bill Maxwell

Package & Manual Design Michael Jacobs
Beeline Group

Special Thanks

Brian Farrell
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Amy Bernardino
Tami Averna
Jenni Carlson
Michelle Moreno

**WARNER BROS.
INTERACTIVE ENTERTAINMENT**

Producer Heidi Behrendt

Associate Producer Jeff Nachbaur

VP, Production Philippe Erwin

Marketing Manager Susannah Scott

Marketing Coordinators Marielle Henault
David S. Cohen

Director, Sales & Marketing Scott Johnson

Special Thanks

Debra Baker, Steve Bing, Steve Boyd, Wendy Bozzi,
Chris Browne, Doug Chiang, Steve Fogelson,
Amber Fredman, Gary Goetzman, Maire Gorman,
Michelle Greeno, Carolyn Hadfield, Jason Hall,
Tom Hanks, Tamara Johnston, Playtone, Jack Rapke,
Martin Shafer, Brad Simonsen, Remi Sklar,
Sony Imageworks, Craig Sost, Lee Speidel,
Lisa St. Amand, Brett Skogen, Steve Starkey,
Michael Steuerwald, Michelle Sucillon,
Chris Van Allsburg and Robert Zemeckis.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is 32159. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

THE POLAR EXPRESS Software © 2004 THQ Inc. Developed by Tantalus Interactive Pty. Ltd. Tantalus and its logo are trademarks and/or registered trademarks of Tantalus Interactive Pty. Ltd. GAX Sound Engine Licensed by Shin'en. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.

THE POLAR EXPRESS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WBIE LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.
(s04)



www.thq.com

THQ INC.

27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

THE POLAR EXPRESS Software © 2004 THQ Inc. Developed by Tantalus Interactive Pty. Ltd. Tantalus and its logo are trademarks and/or registered trademarks of Tantalus Interactive Pty. Ltd. GAX Sound Engine Licensed by Shin'en. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.



THE POLAR EXPRESS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.

WBIE LOGO, W8 SHIELD:™ & © Warner Bros. Entertainment Inc.

(s04)



PRINTED IN USA

104544